

TEAM YANKEE QUICK REFERENCE SHEET

STARTING	<p>STARTING STEP (P. 24)</p> <ol style="list-style-type: none"> 1 Check Formation Morale 2 Check Victory Conditions 3 Reveal Ambushes 4 Roll for Strike Aircraft 5 Roll for Reserves 6 Rally Pinned Down Units 7 Free Bogged Down Tanks 8 Remount Bailed Out Tanks 9 Remove Friendly Smoke Markers 	<p>CHECK FORMATION MORALE (P. 65)</p> <p>In Good Spirits if have at least one Unit In Good Spirits (see Unit Morale). If not In Good Spirits, score Morale number or Formation is Destroyed.</p>	<p>PINNED DOWN UNITS (P. 50)</p> <p>Cannot Move closer to enemy in Line of Sight, cannot Shoot if they Move, and Shoot with their Moving ROF. Score Rally number to Rally.</p>
		<p>VICTORY CONDITIONS (P. 99)</p> <p>Game ends when player starts turn holding an Objective uncontested or when opponent has no Formations left.</p>	<p>BOGGED DOWN TANKS (P. 32)</p> <p>May not Move, Shoot, or Assault. Always Free at start of your turn.</p>
		<p>ROLL FOR STRIKE AIRCRAFT (P.71)</p> <p>On a score of 4+, a Unit of Aircraft arrives until the end of the turn.</p>	<p>BAILED OUT TANKS (P. 47)</p> <p>May not Move, Shoot, or Assault. Score Remount number to Remount.</p>
MOVEMENT	<p>STAYING IN COMMAND (P. 31)</p> <p>In Command if end movement:</p> <ul style="list-style-type: none"> • within 6"/15cm of Unit Leader. • within 16"/40cm of Unit Leader, in Line of Sight, and in line abreast. 	<p>PASSENGERS (P. 36)</p> <p>Dismount at the start or Mount at the end of movement. Transports can Move at Dash speed after Passengers mount.</p>	<p>FOLLOW ME! — AFTER MOVING</p> <p>Move Unit Leader forward 4"/10cm, then Score Courage number to Move Teams forward 4"/10cm. Teams within 6"/15cm and Line of Sight of Unit Leader cannot Shoot.</p>
	<p>OUT OF COMMAND (P. 31)</p> <p>If not In Command, must:</p> <ul style="list-style-type: none"> • remain in place, • move at Tactical with +1 penalty on score to hit, or • Dash towards Unit Leader. 	<p>TRANSPORT AIRCRAFT (P. 37)</p> <p>Land at end of Move. Can only Shoot Side-mounted weapons. Passengers Dismount next turn.</p>	<p>SHOOT AND SCOOT — ASSAULT STEP</p> <p>Score Skill number to Move Teams that did not Move, up to 4"/10cm.</p>
	<p>DASH SPEED (P.30)</p> <p>Cannot Shoot or Assault and must end facing in direction of travel.</p>	<p>MOVEMENT ORDERS (P. 34)</p> <p>Unit Leader can issue one Order per turn to Teams within 6"/15cm.</p>	<p>DIG IN — MOVEMENT STEP</p> <p>Score Skill number to dig Foxholes. Teams then shoot with Moving ROF and cannot fire Bombardments.</p>
	<p>AIRCRAFT LOITERING OFF TABLE (P. 30)</p> <p>Aircraft can leave the table instead of Moving, returning next turn.</p>	<p>BLITZ MOVE — BEFORE MOVING</p> <p>Score Skill number to Move Teams up to 4"/10cm. Can only move at Tactical speed this turn. If do not Move further, Shoot with Halted ROF.</p>	<p>MINE CLEARING — MOVEMENT STEP</p> <p>If not Pinned Down, remove Minefield within 2"/5cm (after entering Minefield last turn). Cannot Shoot or Assault.</p>
	<p>MOVING THROUGH TERRAIN (P. 32)</p> <p>Move at Tactical and Shoot or Assault, or Move at Terrain Dash.</p>	<p>Otherwise, Teams from the Unit cannot Dash and suffer the +1 to hit penalty for Moving Out of Command.</p>	<p>CROSSING MINEFIELDS (P.67)</p> <p>Score Courage number to move within 2"/5cm of a Minefield marker. Score Skill number to avoid mines, otherwise hit (Anti-tank 5 and Firepower 1+ on Top armour if Armoured Tank).</p>
	<p>DIFFICULT GOING (P. 32)</p> <p>Score Cross number or Bog Down.</p>	<p>CROSS HERE — WHILE MOVING</p> <p>Teams Crossing Difficult Going within 6"/15cm reduce Cross number by 1.</p>	
SHOOTING	<p>SHOOTING STEP (P. 38)</p> <ol style="list-style-type: none"> 1 Check Range 2 Check Line of Sight 3 Declare Targets 4 Rotate to Face 5 Roll to Hit 6 Assign Hits 7 Roll Saves 	<p>SHOOTING AT AIRCRAFT (P. 39)</p> <p>Only Anti-aircraft (AA) weapons can shoot at Strike Aircraft. AA, Anti-helicopter, and Guided weapons and Infantry (not Heavy Weapons) can shoot at flying Helicopters. Can shoot in own Shooting Step or immediately before Aircraft shoots in enemy Shooting Step. If they shoot in enemy Shooting Step, they cannot Defensive Fire, Shoot next Shooting Step, or Assault next Assault Step. Guided missiles (other than Guided AA) can only shoot in own Shooting Step.</p>	<p>LINE OF SIGHT (P. 40)</p> <p>Tall terrain blocks Line of Sight after 2"/5cm unless Range is 6"/15cm or less. Buildings and Hills block Line of Sight. Nothing blocks Line of Sight for Aircraft.</p>
	<p>WHICH WEAPONS CAN FIRE (P. 38)</p> <p>A Tank or Aircraft Team may either fire:</p> <ul style="list-style-type: none"> • all of its Machine-guns, or • one other weapon. <p>An Infantry Team may fire one weapon.</p>	<p>ANTI-AIRCRAFT ROF (P.44)</p> <p>Dedicated AA, Guided AA, and Aircraft weapons shoot at full ROF. Other weapons shoot at ROF 1, with +1 to hit if already ROF 1.</p>	<p>CONCEALMENT (P. 41)</p> <p>Concealed if entirely behind or in Tall or Short terrain, or at least half hidden by Buildings or Hills. Stationary Infantry are Concealed. Aircraft are only affected by terrain within 4"/10cm of ground troops. Hunter-killers are Concealed by Tall terrain, Buildings, or Hills within 4"/10cm.</p>
			<p>GONE TO GROUND (P. 44)</p> <p>Teams that don't Move, Shoot, or Assault are Gone to Ground. Scout teams and Hunter-killer helicopters can Move and still be Gone to Ground.</p>

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SHOOTING

RATE OF FIRE (P. 44)

Roll one die per point of ROF. Halted ROF if did not Move and not Pinned Down, otherwise Moving ROF.

SCORE TO HIT (P. 44)

Target Team's Is Hit On number:

Add +1 to score needed if:

- Range is over 16"/40cm
- Concealed (but not Gone to Ground)
- Shooter moved Out of Command
- Shooting through Smoke
- Shooting at Night

Add +2 to score needed if:

- Concealed and Gone to Ground

7+ OR MORE TO HIT (P. 44)

If need 7+, must roll 6 followed by 5+

If need 8+, must roll 6 followed by 6

ASSIGN HITS (P. 45)

First hit must be assigned to target.

Remaining hits assigned evenly to:

- Valid targets
- Part of same Unit as target Team
- Same type as target Team
- Within 6"/15cm of target Team

MISTAKEN TARGET (P. 45)

On 3+ target player can swap all swappable hits between two Teams. If they succeed, they can roll again to swap hits between another pair. Tanks must be more than 8"/20cm and Infantry more than 4"/10cm away to swap.

HIT FRONT OR SIDE ARMOUR (P. 46)

Front if in front of line across front of hull and turret. Side if behind both lines.

Roll if front and side both visible:

- 1 to 3—hit hull
- 4 to 6—hit turret

ROLL ARMOUR SAVES (P. 46)

Target player rolls and adds:

- Armour rating
- +1 if range is over 16"/40cm

Outcome:

- If less than Anti-tank, roll Firepower to Destroy tank, otherwise Bail Out.
- If equal to Anti-tank, roll Firepower Test to Bail Out tank.
- Otherwise, no effect.

OTHER SAVES (P. 48)

Score Save and unharmed, otherwise Destroyed. If Infantry in Bulletproof Cover or Aircraft, shooter must score Firepower to Destroy. Re-roll Firepower if Infantry (other than Heavy Weapons) Shooting at Aircraft.

DESTROYED UNIT LEADERS (P. 49)

Appoint another Team from the Unit within 6"/15cm as the Unit Leader.

PINNED DOWN (P. 50)

Pinned Down if take a total of 5 hits. If at least 12 Teams, only Pinned Down if take a total of 8 hits.

Armoured Tank Teams and Aircraft cannot be Pinned Down.

CHECK UNIT MORALE (P. 64)

End of Shooting or Assault Step unless:

- No Teams Bailed Out or Destroyed, or
 - 3+ Infantry Teams remain, or
 - 2+ Tank Teams (not Bailed Out), or
 - 2+ Aircraft Teams remain
- Score Morale number or Destroyed.

ARTILLERY

ROLL TO RANGE IN (P. 53)

Three attempts to Range In on Skill .

NUMBER OF WEAPONS FIRING

NUMBER	MODIFIER
1	+2
2	+1
3 or 4	-
5 to 6	-1
7 or more	-2

PINNED DOWN (P. 54)

Infantry and Unarmoured Tank Units are Pinned Down by 1 hit.

ROLL TO HIT (P. 54)

Roll to hit all Teams under Template.

Base score is target Team's Is Hit On number, modified by the Number of Weapons Firing and the following:

Add +1 to score needed if:

- Ranged in on Second Attempt
- Target Team is Gone to Ground
- Target Team is not in Line of Sight
- Shooting through Smoke
- Shooting at Night

Add +2 to score needed if:

- Ranged In on Third Attempt.

ROLL SAVES (P. 54)

Roll saves as for Shooting, except vehicles use Top armour, and no Bulletproof Cover behind terrain.

SMOKE (P.50 & 56)

Shooting places 2"/5cm Smoke ball.

Bombardment places Smoke Screen 4"/10cm long for each weapon firing. Bombardment must be fired at the beginning of Shooting Step.

Smoke Screens block Line of Sight unless Range is 6"/15cm or less.

ASSAULT

ASSAULT STEP (P. 57)

- 1 Charge into Contact
- 2 Opponent's Defensive Fire
- 3 Roll to Hit
- 4 Roll Saves
- 5 Push into Enemy Positions
- 6 Check if Assault is Over
- 7 Test to Counterattack
- 8 Counterattack or Break Off

CHARGE INTO CONTACT (P.57)

Assaulting Teams move up to 4"/10cm into Contact with the enemy. Infantry Teams can move into Contact with an Infantry Team that is in Contact.

ASSAULTING ACROSS TERRAIN (P. 58)

Score Cross number to cross Difficult Going, otherwise not Bugged Down, instead, fall back 2"/5cm.

OPPONENT'S DEFENSIVE FIRE (P. 59)

Defending Teams within 8"/20cm of Assaulting Teams fire at Halted ROF (Moving ROF if Pinned Down).

Tanks cannot Defensive Fire if Contacted by Infantry that did not Move or Shoot and were Concealed.

Defensive Fire hits Side armour.

FALL BACK FROM DEFENSIVE FIRE (P. 60)

Fall Back and Pinned Down if take a total of 5 hits. If at least 12 Teams, only Fall Back and Pinned Down if take 8 hits.

Tanks with Top armour 1 or 2 only Fall Back if 2+ are Bailed Out or Destroyed.

Fall Back 2"/5cm from Defenders.

ROLL TO HIT (P. 60)

All assaulting teams in Contact must score Assault number to hit.

ROLL SAVES (P. 61)

No saves for Infantry or Unarmoured.

Choose to hit Side armour with Anti-tank rating, or Top armour with Anti-tank 2 and Firepower 1+.

CHECK IF ASSAULT IS OVER (P. 62)

Assaulter wins if Defenders within 4"/10cm are Bailed Out or Bugged Down.

Move victorious Unit up to 4"/10cm.

TEST TO COUNTERATTACK (P. 62)

Score Counterattack number to Counterattack, otherwise Break Off.

COUNTERATTACK... (P. 63)

Defenders become Assaulters Charge into Contact. No Defensive Fire.

...OR BREAK OFF

Defenders retire 4"/10cm or Destroyed.